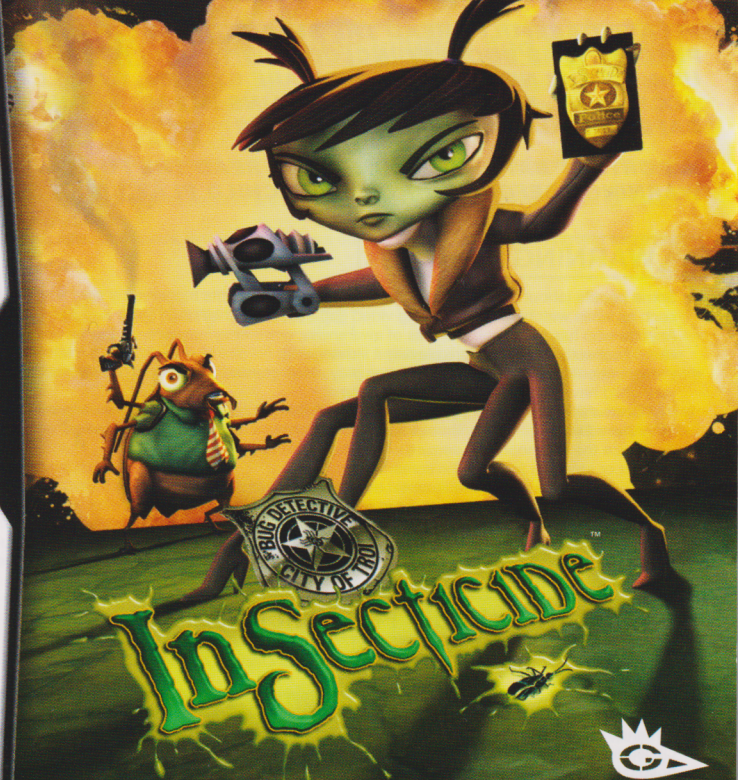


NINTENDO DS™



INSTRUCTION BOOKLET



GAMECOCK
MEDIA GROUP

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



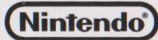
THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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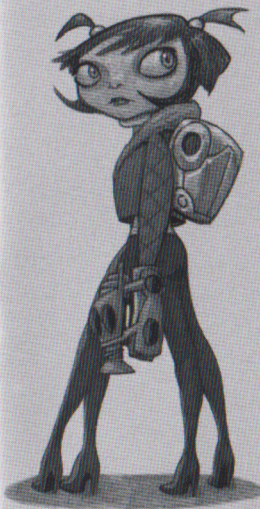


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In Section™

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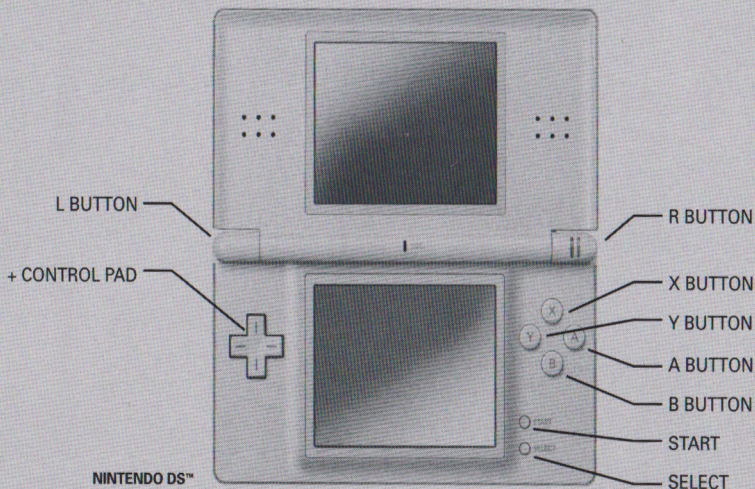


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GETTING STARTED

To begin playing, insert the Insecticide™ DS Game Card into your Nintendo DS™ system and push the Power Button.

BASIC CONTROLS



GAME CONTROLS

The use of the Stylus is required for this game. The buttons control your character's movement and weapon use, but many other actions are performed with the Stylus on the Touch Screen.

MENU CONTROLS

Touch Screen: Touch choices to select.

+Control Pad: Scroll through different choices.

A Button: Select a choice.

B Button: Return to the previous screen.

ACTION MODE

Button Mode (default)

+Control Pad: Move.

L Button: Press and move +Control Pad right or left to side step.

R Button: Attack

A Button: Target enemy or Interact with the environment when prompted.

B Button: Jump (Press twice to double jump).

X Button: Press and move the +Control Pad to look around.

Y Button: Scroll through weapons

Touch Screen: Look around

START: Objectives screen, access Case File and Options menu.

STYLUS MODE (available from the Options menu)

+Control Pad: Press up while dragging stylus on Touch Screen to move with analog control.

L Button: Attack

R Button: Press and move +Control Pad right or left to side step.

A Button: Interact with the environment when prompted.

Touch Screen: Look around, double-tap to jump (double-tap after that to double Jump), tap a weapon to arm Chrys, tap enemy icons on radar to target.

START: Objectives screen, access Case File and Options menu.

DETECTIVE MODE

+Control Pad: Move and select conversation options in Conversation screen.

A Button: Examine area (when prompted), begin conversation (when prompted), select dialogue option and bypass dialogue screen in Conversation Screen.

X Button: Exit Conversation or Examination screens.

Touch Screen: Look around, examine and take objects on Examination screen, drag items over one another to combine, select dialogue option in Conversation screen, drag over character avatar to give object to character in Conversation screen.

START: Objectives screen, access Case File and Options menu



OVERVIEW

Long ago... long before anyone alive now can remember, humans experimented with genetics, altering their food sources to engineer the perfect, pest-resistant crops. But they soon learned the hard way: playing with your food is never a good idea. Not only did the insects quickly evolve and become immune to the new crops, but something else happened. New "super-breeds" of insects emerged, and it wasn't long before they became the dominant race on the planet.

Hominids (what's left of the devolved human race) were less fortunate. With the consumption of genetically engineered foods, they became increasingly allergic to their surroundings over time. Despite obsessive planning for all kinds of potential disasters, no one saw this "pollen threat" coming. Their allergic reactions soon became lethal, as one beautiful spring day the flowers bloomed, and they literally began swelling up and sneezing themselves to death by the billions.

Formerly a thriving human metropolis, **Troi** survived what was now referred to as The Great Evolution and the resulting wave of insectification that swept through. The city underwent a spectacular metamorphosis, transforming into a buzzing new capital. It's a six-legged world now, but with this renaissance came the price that rapid success can bring: indifference, corruption and crime.

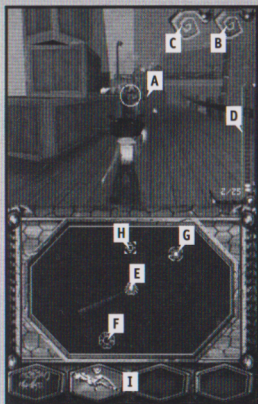
The Insecticide Squad from Precinct #47 is a rag-tag team of aging detectives well past their prime, who remember what Troi was like in the good ol' days. **Chief Chigger** knows his squad's best days are behind them and they're losing ground – crime is on the rise, and this makes him even grumpier than usual.

Just when he's resigned to the idea of retiring in a city where crime has him beat, he gets an idea. He gives his last semi-competent detective, **Roachy Caruthers**, an order. He wants him to assemble a team of new blood to beef up their squad. Novices **Chrys Liszt**, **Hexelrod "Hex" Bloombug**, and **Eugene "Grubbs" Grubbowski** are paired up with the veteran detective and set out to bring the mighty boot of justice down hard on the infestation of crime that scuttles the streets of Troi.

A murder at the powerful Nectarola Soft Drink Company leads the team on a bug hunt through the city's seedy underbelly, and into a mystery of epic proportions. Follow Detective Chrys as she's drawn into a web of corruption. Only through the use of her unique insect abilities, a range of creative bug weaponry, old-fashioned street smarts and a little help from Roachy, can she hope to uncover the truth. **It's a gooeey job, but someone's gotta do it.**

THE GAME

ACTION MODE GAMEPLAY SCREEN



A Sight Aim your attacks and look around.

B Health Chrys' remaining health appears in green.

C Pheromone Meter Gauges the remaining amount of Pheromone Energy Chrys has.

D Ammo Chrys' remaining ammunition for the currently selected weapon.

E Radar Shows any points of interests, enemies and mission objectives.

F Mission Objective Usually a perp that Chrys is pursuing, this indicates the direction Chrys should go

G Point of Interest This indicates a location in which Chrys should go to progress through the level.

H Enemies This indicates enemies in the area.

I Inventory Weapons currently in Chrys' possession.

Starting A Game

Select a Profile at the profile selection screen. When playing for the first time, the player is given the option to "Start New Game."

Continuing A Game

Select a previously used profile. When returning to a game after having completed at least one level the player is given the option to "Continue Game." Likewise the "Select Level" option allows the player to access any previously completed level.

Erasing Data

If the player wishes to clear a profile of all save information, this can be accomplished by selecting a profile and pressing the X Button on the profile select screen. This can also be achieved by accessing a profile, selecting Options and Erase All Data.

GAME MODES

Insecticide features two primary gameplay modes: a platforming Action Mode and an investigative Detective Mode. The game will alternate between these modes as the player progresses.

Action Mode

This mode is all about shooting, jumping, and dodging: pure platforming action. Players will have access to a variety of weapons, easily available via inventory system on the lower portion of the bottom screen.

An optional lock-on targeting system will aid those players who elect to not use the stylus/touch screen [DS] in defeating their enemies.

Detective Mode

During Detective Mode, the player's goal is to gather information and solve puzzles. Interactive items will be indicated and may be investigated by approaching. In addition to navigating through the environments, Chrys can also talk, examine, and Interact as indicated by icons that appear on both screens when approaching a point of interest.

DETECTIVE MODE GAMEPLAY SCREENS



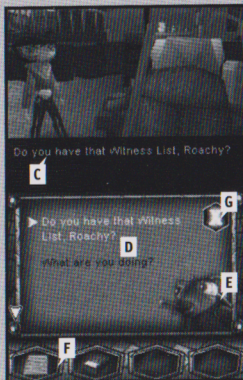
MAIN GAMEPLAY SCREEN

A Interaction Icons Press A to Examine area, begin conversation or pickup object depending on the character's location.

B Inventory Items currently in Chrys' possession. Touch items to examine items further, use items or select and drag items over each other to use with each other

CONVERSATION SCREEN

C Dialogue View the dialogue being spoken by the targeted character



D Dialogue Options Select a dialogue option in order to get clues and learn additional details as they pertain to the situation

E Character Portrait Image of the individual Chrys is currently speaking to. Drag items from the Inventory over the portrait to use the selected item with the character.

F Inventory Items currently in Chrys' possession. Touch items to examine items further, use items or select, drag items over each other to use with each other or use item with the Character that Chrys is speaking to.



G Exit Button Select to Exit the conversation

EXAMINATION SCREEN

H Examination Area Touch screen over objects to examine them further or to add them to Chrys' inventory.

I Inventory Items currently in Chrys' possession. Touch items to examine items further, use items or select and drag items over each other to use with each other

J Exit Button Select to Exit the Examination screen

Options & Case File

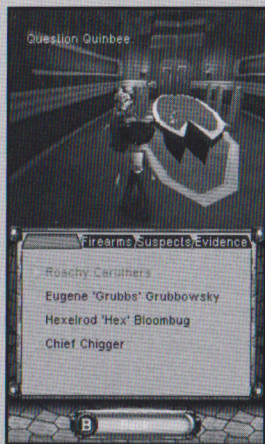
Upon pressing Start during gameplay the player is presented with the selections of Case File and Options.

OPTIONS

Upon accessing Options the player can change various Control and Audio settings.

Control This allows players to change the ability to play the game "Stylus Only" as well as adjust screen sensitivity and invert the controls.

Audio The player can change speaker setting as well as adjust the volume for SFX and Music independently.



IN-GAME INTERFACE



Action In both Action and Detective modes this icon will appear to Indicate an interactive object



View Enter the Examination Screen to investigate certain areas in detail.



Talk Enter the Conversation Screen in order to obtain clues, converse or interrogate.

WEAPONS



POLLINATOR

Standard issue Troi PD firearm; don't leave home without it.

Damage: Low Range: Far Magazine Capacity: Unlimited (self-recharging)





NECTAR BLASTER

Unloads a spray of hardened nectar; good against groups of flyers. Not so good at long distances, save this one for up-close-and-personal sleuthing.

Damage: High Range: Close Magazine Capacity: 25



MOLD SPORE LAUNCHER

Launches explosive canisters which spread infectious mold when they hit the floor. Infected victims are also infectious, at least for the brief time they have left. Good against groups of thugs.

Damage: Medium Range: Medium Magazine Capacity: 15



HISTA-MINE

Proximity triggered explosive device that shoots a blast of toxic pollen. Causes a severe allergic reaction to whoever comes in contact with it. Hominids or Insects, they all swell up like balloons. Place at feet, arm and run. Good against enemies under cover.

Damage: Lethal Range: Close Magazine Capacity: 5



AMBERIZER

Shoots a rounded globule of amber that envelops and temporarily immobilizes the target; amber is brittle and known to shatter. TIP: Follow up quickly with a secondary attack, before it wears off.

Damage: Low Range: Close Magazine Capacity: 15



NECTAR CANNON

This heavy-duty weapon fires a lethal stream of liquid nectar. Not much else to say about that, other than "get outta the way."

Damage: Lethal Range: Medium Magazine Capacity: 15

POWER UPS



AMBERIZER AMMO

Replenishes 5 Amberizer shells



MOLD SPORE AMMO

Replenishes 5 Mold Spore canisters



NECTAR BLASTER AMMO

Replenishes 5 Nectar Blaster shells



NECTAR CANNON AMMO

Replenishes 5 Nectar Cannon shells



APPLIANCE BUG

Replenishes 5 Appliance Bug ammo



NECTAROLA CAN

Restores 25 health points



NECTAROLA KEG

Restores 50 health points



PHEROMONE CAN

Restores 25 power points



PHEROMONE KEG

Restores 50 power points



SCARAB

Adds to Max Health

CREDITS

CREATED BY

Larry Ahern & Michael Levine

Creative Consultation

Dave Grossman

Peter Chan

Jennifer Vaux

CRACKPOT ENTERTAINMENT, LLC

Executive Producer

Michael Levine

Creative Director

Larry Ahern

Co-Project Leads

Larry Ahern

Michael Levine

Jacob Stephens

Assistant Producer

Brandie Stephens

Lead Concept Artist

Peter Chan

Additional Concept Art

Anson Jew

Matt Gaser

Mark Selander

Bill Stoneham

Lead Level Designer

Jacob Stephens

Level Designers

Seamus Flanagan

Michael Barrette

Environment Artists

Ralph M. Gerth IV

Matt Lucas

Thomas Vuillier

Lead Animator

D. Sean Burns

FMV Animator

Peter Tsaykel

Character Modeling

Charles Beirnaert

Anders Ehrenborg

Music

Music by Peter McConnell

Jordan Wardlaw - Tenor Sax

Sound Design

Bay Area Sound

Julian Kwasneski

Additional Sound Design

Bill Storkson

Compositing and Video Editing

C. Andrew Nelson

Matte Painting

Eric Chauvin, Blackpool Studios

Quality Assurance Lead

Mark Cartwright

Quality Assurance

Anna McGill

Voice Over Recording

Beatstreet Studios

Cast

Chrys Liszt: Kathleen McNerny

Roachy Caruthers: Greg Abbey

Madame Quinbee: Erica Schroeder

Chief Chigger, Ozzy: Marc Thompson

Detective Game Design & Script

Josh Mandel

Additional Design

Justin Chin

FMV Script

Larry Ahern

Michael Levine

Benjamin Gruber

UI Design

Mark Forrer

Pre-Production Assistance

OneNine Studios

Additional Production Art

Gary Cooper

Bink Licensed by Rad Games

Special Thanks:

Juli, Harry, Cooper, Sky & Tela, Aaron,

Shayna and Adam Braude, Kristi,

Christopher, Hannah, and

Andrew; Josie & Sophie; Brett

Douville, and Dean Sharpe

ANZOVIN STUDIO INC.

In-Game Assets

Concept Art

Joshua Marvel

Colin Foran

Models & Textures

Raf Anzovin

David Boutillier

Colin Foran

Joshua Marvel

Nathaniel Stein

William Young

Rigging

Nathaniel Stein

Raf Anzovin

Brian Kendall

FMV Production

Production Manager

David Boutillier

Production Assistant

Janet Podell

Senior Technical Director

Raf Anzovin

Models & Textures

Raf Anzovin

David Boutillier

Colin Foran

Joshua Marvel

Cristin Mckee

Nathaniel Stein

William Young

Matte Paintings &

Concept Art

Joshua Marvel

Colin Foran

Rigging

Nathaniel Stein

Raf Anzovin

Brian Kendall
Cristin Mckee

Animation

Raf Anzovin
David Boutillier
Cristin Mckee
Nathaniel Stein

Lighting & Rendering

Joshua Marvel
Raf Anzovin
Colin Foran
Morgan Robinson
Nathaniel Stein

Effects & Compositing

Raf Anzovin
Joshua Marvel
Nathaniel Stein

CREAT STUDIOS, INC.

Producer

Stan Bogdanov

Game Designers

Mikhail Kharlamov
Anna Limarenko

Lead Programmer

Alexey Kuznetsov

Game Programmers

Ivan Gavrenkov
Yakov Filatov

3D Art

Dmitry Astapkovich
Irina Shostik
Igor Kuzmin
Yuri Sitnikov
Natasha Fedorova

2D Art

Anton Oparin

Animations

Vladimir Uryashov

Scripting

Aleksey Lomakin
Dmitry Ratushnyy

QA

Vadim Denshikov
Danila Pavlov

Project Lead/

Tools & Technology

Eugene Ivanov

Programmers/

Tools & Technology

Rostislav Khlebnikov
Anton Yakovlev
Eugeny Zayakin

Special Thanks

Alexandr Alexandrov
Andrey Veselov
Alexey Popov
Alexander Dolbilov
Katya Fedorova
Marina Dmitrieva
Mikhail Glazyrin
Olga Yaltchik
Stanislav Volodarskiy
Julia Sokolova
Jon Chmura
John Adams
Vlad Starzhevsky

GAMECOCK MEDIA GROUP

"El Presidente"

Harry Miller

G.O.D. Father

Mike Wilson

Dar Kommisar

Rick Stults

Executive Producer

Tim Hesse

Vice President of Sales

Steve Escalante

Vice President of Marketing

Richard Iggo

Office Administration (and Mom)

Lynair Borsch

The X-ecutioner

Kirk Johnson

Director of Chaos

Sundae

Marketing and Production

Coordinator

Jason "JD" Livergood

Sales Coordinator

Jason Bush

Design

FS77

Jenny Jemison
Bill Nadalini

CYAN (Quality Control)

Director, QC and Customer Support

Lloyd Bell

Senior QC Leads

Greg J. Miranda
Victoria Almond
Karl Johnson

Leads

M. Wolf Cowart
Aaron Biegalski
Michael Dogherra
Ben Drechsel
Jesse Bronson
Eliza Wyatt

Testers

Bradford Chapman
Taylor Bailey
Mike Curn
Scott Howard
Erik Brown
Chris Merritt
Dan Wollman
Alex Staller
Nick Pecoraro
Scott Waldron
Jeremiah D. Castro
Mike Wagner
Terry Appling

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Austin, TX 78701

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